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		a	<ol> <li>Real-time animation of realistic virtual humans         Kalra, P.; Magnenat-Thalmann, N.; Moccozet, L.; Sannier, G.; Aubel, A.; Thalmann, D.;         Computer Graphics and Applications, IEEE         Volume 18, Issue 5, SeptOct. 1998 Page(s):42 - 56         Digital Object Identifier 10.1109/38.708560     </li> </ol>	
			AbstractPlus   References   Full Text: PDF(2696 KB) IEEE JNL	
			3. Temporal subtraction of thorax CR images using a statistical deformation model Loeckx, D.; Maes, F.; Vandermeulen, D.; Suetens, P.; Medical Imaging, IEEE Transactions on Volume 22, Issue 11, Nov. 2003 Page(s):1490 - 1504 Digital Object Identifier 10.1109/TMI.2003.819291	
			AbstractPlus   References   Full Text: PDF(4872 KB) HEEF JNL.	
			4. Creating and simulating skeletal muscle from the visible human data set Teran, J.; Sifakis, E.; Blemker, S.S.; Ng-Thow-Hing, V.; Lau, C.; Fedkiw, R.; Visualization and Computer Graphics, IEEE Transactions on Volume 11, Issue 3, May-Jun 2005 Page(s):317 - 328 Digital Object Identifier 10.1109/TVCG.2005.42	
			AbstractPlus   Full Text: PDF(1232 KB)   IEEE JNL	
		D	<ol> <li>A data-driven approach for real-time clothes simulation         Cordier, F.; Magnenat-Thalmann, N.;         Computer Graphics and Applications, 2004. PG 2004. Proceedings. 12th Pacific Conferent 6-8 Oct. 2004 Page(s):257 - 266         Digital Object Identifier 10.1109/PCCGA.2004.1348356     </li> </ol>	nce on
			AbstractPlus   Full Text: PDF(799 KB) HEEE CNF	
			6. Modeling of bodies and clothes for virtual environments Magnenat-Thalmann, N.; Cordier, F.; Seo, H.; Papagianakis, G.;	

18-20 Nov. 2004 Page(s):201 - 208

Digital Object Identifier 10.1109/CW.2004.47 AbstractPlus | Full Text: PDF(608 KB) | IEEE CNF 7. Avenues of research in dynamic clothing Magnenat-Thalmann, N.; Volino, P.; Cordier, F.; Computer Animation, 2002. Proceedings of

19-21 June 2002 Page(s):193 - 202 Digital Object Identifier 10.1109/CA.2002.1017537 AbstractPlus | Full Text: PDF(598 KB) | IEEE CNF

8. Human-machine performance configuration for multidimensional and multi-modal interaction in virtual environments

Insook Choi; Bargar, R.; Human Interaction with Complex Systems, 1998. Proceedings., Fourth Annual Symposium on 22-25 March 1998 Page(s):99 - 111 Digital Object Identifier 10.1109/HUICS.1998.659962

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Computer Graphics and Applications, IEEE

Volume 18, Issue 5, Sept.-Oct. 1998 Page(s):42 - 56

Digital Object Identifier 10.1109/38.708560

AbstractPlus | References | Full Text: PDF(2696 KB) IEEE JNL.

2. Modeling of bodies and clothes for virtual environments 

Magnenat-Thalmann, N.; Cordier, F.; Seo, H.; Papagianakis, G.;

Cyberworlds, 2004 International Conference on

18-20 Nov. 2004 Page(s):201 - 208

Digital Object Identifier 10.1109/CW.2004.47

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3. A data-driven approach for real-time clothes simulation

Cordier, F.; Magnenat-Thalmann, N.;

Computer Graphics and Applications, 2004. PG 2004. Proceedings. 12th Pacific Conference on

6-8 Oct. 2004 Page(s):257 - 266

Digital Object Identifier 10.1109/PCCGA.2004.1348356

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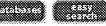




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Best 200 shown 1 Computational geometry and animation: Dynamic skinning: adding real-time dynamic

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effects to an existing character animation

Caroline Larboulette, Marie-Paule Cani, Bruno Arnaldi

window

May 2005 Proceedings of the 21st spring conference on Computer graphics SCCG '05

Publisher: ACM Press

Full text available: pdf(472.61 KB) Additional Information: full citation, abstract, references, index terms

This paper proposes a simple and efficient technique to enhance classical animations of characters by adding a dynamic response of the skin to the movement of the underlying skeleton. The dynamic effects are locally added to the shape obtained through the standard skinning by specifying flesh elements. Our solution relies on a new second skinning operation that blends the current flesh volume computed through smooth skinning with its position in a dynamic frame attached to the skel ...

Keywords: dynamics, real-time, skinning

Animating facial expressions

Stephen M. Platt, Norman I. Badler

August 1981 ACM SIGGRAPH Computer Graphics, Proceedings of the 8th annual conference on Computer graphics and interactive techniques SIGGRAPH

**'81**, Volume 15 Issue 3

**Publisher: ACM Press** 

Full text available: pdf(705.33 KB)

Additional Information: full citation, abstract, references, citings, index

Recognition and simulation of actions performable on rigidly-jointed actors such as human bodies have been the subject of our research for some time. One part of an ongoing effort towards a total human movement simulator is to develop a system to perform the actions of American Sign Language (ASL). However, one of the "channels" of ASL communication, the face, presents problems which are not well handled by a rigid model. An integrated system for an internal represent ...

3 Modeling and animating hands & bodies: Construction and animation of anatomically based human hand models

Irene Albrecht, Jörg Haber, Hans-Peter Seidel

July 2003 Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on

#### **Computer animation SCA '03**

Publisher: Eurographics Association

Full text available: pdf(7.55 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The human hand is a masterpiece of mechanical complexity, able to perform fine motor manipulations and powerful work alike. Designing an animatable human hand model that features the abilities of the archetype created by Nature requires a great deal of anatomical detail to be modeled. In this paper, we present a human hand model with underlying anatomical structure. Animation of the hand model is controlled by muscle contraction values. We employ a physically based hybrid muscle model to convert ...

4 Algorithmic issues in modeling motion

Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson, Michael Isard, Sariel Har-Peled, John Hershberger, Christian Jensen, Lydia Kavraki, Patrice Koehl, Ming Lin, Dinesh Manocha, Dimitris Metaxas, Brian Mirtich, David Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, Subhash Suri, Ouri Wolefson

December 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 4

**Publisher: ACM Press** 

Full text available: pdf(205.25 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

This article is a survey of research areas in which motion plays a pivotal role. The aim of the article is to review current approaches to modeling motion together with related data structures and algorithms, and to summarize the challenges that lie ahead in producing a more unified theory of motion representation that would be useful across several disciplines.

**Keywords:** Computational geometry, computer vision, mobile networks, modeling, molecular biology, motion modeling, physical simulation, robotoics, spatio-temporal databases

5 Drawing and animation using skeletal strokes

Siu Chi Hsu, Irene H. H. Lee

July 1994 Proceedings of the 21st annual conference on Computer graphics and interactive techniques

**Publisher: ACM Press** 

Full text available: pdf(2.14 MB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

The use of skeletal strokes is a new vector graphics realization of the brush and stroke metaphor using arbitrary pictures as "ink". It is based on an idealized 2D deformation model defined by an arbitrary path. Its expressiveness as a general brush stroke replacement and efficiency for interactive use make it suitable as a basic drawing primitive in drawing programs as well as windowing and page description systems. This paper presents our drawing and animation ...

Deformable models: Robust quasistatic finite elements and flesh simulation
 Joseph Teran, Eftychios Sifakis, Geoffrey Irving, Ronald Fedkiw

July 2005 Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05

Publisher: ACM Press

Full text available: pdf(1.17 MB)

Additional Information: full citation, abstract, references, index terms

Quasistatic and implicit time integration schemes are typically employed to alleviate the stringent time step restrictions imposed by their explicit counterparts. However, both quasistatic and implicit methods are subject to hidden time step restrictions associated





with both the prevention of element inversion and the effects of discontinuous contact forces. Furthermore, although fast iterative solvers typically require a symmetric positive definite global stiffness matrix, a number of factors c ...

Simulation, motion capture, editing: Modeling tension and relaxation for computer
 animation



Michael Neff, Eugene Fiume

July 2002 Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation

**Publisher: ACM Press** 

Full text available: pdf(3.44 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The use of tension and relaxation in the muscles of real creatures gives rise to nuanced motion that conveys emotion or intent. Artists have long exploited knowledge of this in traditional animation and other areas, but it has been both overlooked and difficult to achieve in physically based animation. The robotically stiff motion that has come to typify physically based approaches belies the fact that dynamics has much to offer in facilitating far more subtle motion in which animators could fre ...

Keywords: animation, human body simulation, physically based animation

8 Entertaining the future exploring the "core incompetence" for solutions



Mike Milne

August 1997 ACM SIGGRAPH Computer Graphics, Volume 31 Issue 3

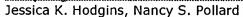
Publisher: ACM Press

Full text available: pdf(267.44 KB)

pdf(267.44 KB) (4) html(21.56 KB)

Additional Information: full citation, index terms

9 Adapting simulated behaviors for new characters



August 1997 Proceedings of the 24th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(310.16 KB) Additional Information: full citation, references, citings, index terms

**Keywords:** dynamic simulation, human motion, motion control, simulated annealing

10 Simulation, motion capture, editing: Motion capture-driven simulations that hit and



react

Victor Brian Zordan, Jessica K. Hodgins

July 2002 Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation

Publisher: ACM Press

Full text available: pdf(6.90 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Controllable, reactive human motion is essential in many video games and training environments. Characters in these applications often perform tasks based on modified motion data, but response to unpredicted events is also important in order to maintain realism. We approach the problem of motion synthesis for interactive, humanlike

characters by combining dynamic simulation and human motion capture data. Our control systems use trajectory tracking to follow motion capture data and a balance cont ...

Keywords: computer games, motion capture and human body simulation, physically based animation, virtual environments

11 Video based human animation technique

Xiaoming Liu, Yueting Zhuang, Yunhe Pan

October 1999 Proceedings of the seventh ACM international conference on Multimedia (Part 1)

Publisher: ACM Press

Full text available: pdf(1.62 MB)

Additional Information: full citation, abstract, references, index terms

Human animation is a challenging domain in computer animation. To aim at many shortcomings in conventional techniques, this paper proposes a new video based human animation technique. Given a clip of video, firstly human joints are tracked with the support of Kalman filter and morph-block based match in the image sequence. Then corresponding sequence of three-dimension (3D) human motion skeleton is constructed under the perspective projection using camera calibration and human anatomy knowl ...

Keywords: camera calibration, feature point, human animation, kalman filter, motion library, skeleton, video

12 <u>Digital Representations of Human Movement</u>





Norman I. Badler, Stephen W. Smoliar

January 1979 ACM Computing Surveys (CSUR), Volume 11 Issue 1

Publisher: ACM Press

Full text available: pdf(2.10 MB)

Additional Information: full citation, references, citings, index terms

13 Anatomically based modeling



Jane Wilhelms, Allen Van Gelder

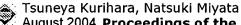
August 1997 Proceedings of the 24th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdi(2.61 MB) Additional Information: full citation, references, citings, index terms

**Keywords:** anatomically-based modeling, human and animal modeling

14 Reality-based animation: Modeling deformable human hands from medical images





Publisher: ACM Press

Full text available: mpdf(4.63 MB)

Additional Information: full citation, abstract, references, index terms

This paper presents a new method for constructing an example-based deformable human hand model from medical images. Realistic animation of human hands requires good estimates of the joint structure and properly weighted skeleton-driven surface deformation. For this purpose, we propose a method based on medical images of hands in several poses. Our method consists of the following 3 steps: First, using the measured

bone shapes, we estimate the link structure (joint rotation centers) and the jo ...

15 Research directions in virtual environments: report of an NSF Invitational Workshop.



March 23-24, 1992, University of North Carolina at Chapel Hill Gary Bishop, Henry Fuchs

August 1992 ACM SIGGRAPH Computer Graphics, Volume 26 Issue 3

Publisher: ACM Press

Full text available: pdf(2.33 MB)

Additional Information: full citation, citings, index terms

16 Interfaces and interactive techniques for animation: An art-directed wrinkle system for



CG character clothing

Lawrence D. Cutler, Reid Gershbein, Xiaohuan Corina Wang, Cassidy Curtis, Erwan Maigret, Luca Prasso, Peter Farson

July 2005 Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05

**Publisher: ACM Press** 

Full text available: pdf(384, 17 KB) Additional Information: full citation, abstract, references, index terms

We present a kinematic system for creating art-directed wrinkles on costumes for CG characters. This system employs a curve-based method for creating wrinkles on reference poses, which are incorporated into a weighted matching algorithm that generates wrinkle deformations on an animated character. The wrinkle creation tool is intuitive to use and accommodates art direction. The user can easily transfer wrinkle patterns to different characters, costumes, and body types. The algorithm for evaluati ...

17 Animating human athletics



Jessica K. Hodgins, Wayne L. Wooten, David C. Brogan, James F. O'Brien

September 1995 Proceedings of the 22nd annual conference on Computer graphics and interactive techniques

**Publisher: ACM Press** 

Full text available: pdf(412.08 KB) Additional Information: full citation, references, citings, index terms

Keywords: computer animation, dynamic simulation, human motion, motion control, physically realistic modeling

18 Motion patterns: Breathe easy: model and control of simulated respiration for



animation

Victor Brian Zordan, Bhrigu Celly, Bill Chiu, Paul C. DiLorenzo

August 2004 Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on **Computer animation** 

**Publisher: ACM Press** 

Full text available: 📆 pdf(397.44 KB) Additional Information: full citation, abstract, references, index terms

Animation of the breath has been largely ignored by the graphics community, even though it is a signature movement of the human body and an indicator for lifelike motion. In this paper, we present an anatomically inspired, physically based model of the human torso for the visual simulation of respiration using a mixed system of rigid and deformable parts. This novel composition of anatomical components is necessary to capture the key characteristics of breathing motion visible in the human tr ...

Session 1: bodies: A general joint component framework for realistic articulation in





human characters

Wei Shao, Victor Ng-Thow-Hing

April 2003 Proceedings of the 2003 symposium on Interactive 3D graphics

Publisher: ACM Press

Full text available: pdf(3.58 MB)

Additional Information: full citation, abstract, references, index terms

We present a general joint component framework model that is capable of exhibiting complex behavior of joints in articulated figures. The joints are capable of handling nonorthogonal, non-intersecting axes of rotation and changing joint centers that are often found in the kinematics of real anatomical joints. The adjustment of joint articulation is done with a relatively small set of intuitive parameters compared to the number of articulations in the motions they parameterize. This is done by m ...

**Keywords:** articulated figure, biomechanical joint, human modelling, joint modelling

20 Computer puppetry: An importance-based approach

Hyun Joon Shin, Jehee Lee, Sung Yong Shin, Michael Gleicher

April 2001 ACM Transactions on Graphics (TOG), Volume 20 Issue 2

Publisher: ACM Press

Full text available: pdf(1.04 MB)

Additional Information: full citation, abstract, references, citings, index

Computer puppetry maps the movements of a performer to an animated character in real-time. In this article, we provide a comprehensive solution to the problem of transferring the observations of the motion capture sensors to an animated character whose size and proportion may be different from the performer's. Our goal is to map as many of the important aspects of the motion to the target character as possible, while meeting the online, real-time demands of computer puppetry. We adopt a K ...

Keywords: Human-figure animation, motion retargetting, performance-based animation, real-time animation

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1. Document ID: US 6337566 B1

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L2: Entry 1 of 3

File: USPT

Jan 8, 2002

US-PAT-NO: 6337566

DOCUMENT-IDENTIFIER: US 6337566 B1

TITLE: Continuous casting apparatus using a molten metal level gauge

DATE-ISSUED: January 8, 2002

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY
Fujisaki; Keisuke Futtsu JP

Wajima; Kiyoshi Futtsu JP Matsuda; Hideki Futtsu JP Tani; Masahiro Futtsu JP

US-CL-CURRENT: <u>324/207.17</u>; <u>164/450.5</u>, <u>73/290R</u>

Full Title Citation Front Review Classification Date Reference Communication Date Reference Communication Claims KWC Draw Description

2. Document ID: US 6106688 A

L2: Entry 2 of 3 File: USPT Aug 22, 2000

US-PAT-NO: 6106688

DOCUMENT-IDENTIFIER: US 6106688 A

\*\* See image for <u>Certificate of Correction</u> \*\*

TITLE: Method for manufacturing a suspension element for a magnetic head

DATE-ISSUED: August 22, 2000

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY Miyazaki; Yukio Kawasaki JP Suzuki; Hitoshi Kawasaki JΡ Fujisaki; Hidehiko Kawasaki JР Nakamura; Koji Kawasaki JР Yamashita; Mitsuo Kawasaki JP Nakajyoh; Masami Kawasaki JP

Takada; Masashi Kawasaki

US-CL-CURRENT: 205/129; 205/152

Full Title Citation Front Review Classification Date Reference

3. Document ID: US 4473527 A

L2: Entry 3 of 3

File: USPT

Sep 25, 1984

JΡ

US-PAT-NO: 4473527

DOCUMENT-IDENTIFIER: US 4473527 A

TITLE: Method and apparatus for forming inflation film

DATE-ISSUED: September 25, 1984

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Fujisaki;TakumiYamaguchiJPOzaki;ToshiroYamaguchiJPAdachi;TadaoShowaJP

US-CL-CURRENT: <u>264/566</u>; <u>264/569</u>, <u>425/326.1</u>, <u>425/72.1</u>

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First HitClear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

**Search Results** - Record(s) 1 through 2 of 2 returned.

1. Document ID: US 20040028728 A1

Using default format because multiple data bases are involved.

L3: Entry 1 of 2

File: PGPB

Feb 12, 2004

PGPUB-DOCUMENT-NUMBER: 20040028728

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040028728 A1

TITLE: Liposome preparations

PUBLICATION-DATE: February 12, 2004

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY

Fujisaki,JiroKyoto-shiJPKonno,HajimeTakatsuki-shiJPKasai,AkihiroIkoma-shiJPOhtomo,KazumiIbaraki-shiJP

US-CL-CURRENT: <u>424</u>/<u>450</u>; <u>514</u>/<u>291</u>

Full: Title Citation Front Review Classification Date Reference Sequences Attachments Claims KWIC Draw Descriptings

Document ID: US 3594874 A

L3: Entry 2 of 2 File: USPT Jul 27, 1971

US-PAT-NO: 3594874

DOCUMENT-IDENTIFIER: US 3594874 A

TITLE: SLIDE FASTENER

DATE-ISSUED: July 27, 1971

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

<u>Fujisaki</u>; Yoshinori Kurobe-shi JA

US-CL-CURRENT: <u>24/394</u>; <u>24/395</u>, <u>24/396</u>

Full Title Citation Front Review Classification Date Reference

First HitClear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

**Search Results -** Record(s) 1 through 2 of 2 returned.

1. Document ID: US 20010041910 A1

Using default format because multiple data bases are involved.

L7: Entry 1 of 2

File: PGPB

Nov 15, 2001

PGPUB-DOCUMENT-NUMBER: 20010041910

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010041910 A1

TITLE: Matching limb protection sleeve for tourniquet cuff

PUBLICATION-DATE: November 15, 2001

INVENTOR-INFORMATION:

NAME .

CITY

STATE

COUNTRY

McEwen, James Allen

Richmond

CA

US-CL-CURRENT: 606/201

িFull : Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWC | Draw Desc | Image |

2. Document ID: US 6361548 B1

L7: Entry 2 of 2

File: USPT

Mar 26, 2002

US-PAT-NO: 6361548

DOCUMENT-IDENTIFIER: US 6361548 B1

TITLE: Limb protection sleeve for matching tourniquet cuff

DATE-ISSUED: March 26, 2002

INVENTOR-INFORMATION:

NAME CITY

STATE ZIP CODE

COUNTRY

McEwen; James Allen

Richmond, B.C.

TALE ZIP CODE

CA

US-CL-CURRENT: 606/201; 606/202

Full Title Citation Front Review Classification Date Reference Claims KMC Draw Desc Image

Clear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

First HitClear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

**Search Results -** Record(s) 1 through 7 of 7 returned.

1. Document ID: US 20040013652 A1

Using default format because multiple data bases are involved.

L8: Entry 1 of 7

File: PGPB

Jan 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040013652

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040013652 A1

TITLE: Treatments with autologous fibroblast

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY

Marko, Olga Houston TX US
Boss, William K. JR. Essex Fells NJ US

US-CL-CURRENT: <u>424/93.7</u>; <u>514/54</u>, <u>514/8</u>

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWC | Draw Desc | Image |

2. Document ID: US 20020002022 A1

L8: Entry 2 of 7 File: PGPB Jan 3, 2002

PGPUB-DOCUMENT-NUMBER: 20020002022

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020002022 A1

TITLE: Support system and flexible integument for dolls

PUBLICATION-DATE: January 3, 2002

INVENTOR-INFORMATION:

COUNTRY NAME CITY STATE Wilcox, Reed N. Littleton CO US Englewood George, Richard L. US CO Thiess, W. Kenn Aurora CO US Anderson, Lane Englewood CO US

US-CL-CURRENT: <u>446/371</u>

Full Title Citation Front Review Classification Date Reference Sequences Attachments Claims KMC Draw Desc Image

3. Document ID: US 6514540 B1

L8: Entry 3 of 7 File: USPT Feb 4, 2003

US-PAT-NO: 6514540

DOCUMENT-IDENTIFIER: US 6514540 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and

other afflictions

DATE-ISSUED: February 4, 2003

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Sobczak; Nancy Laning Milwaukee WI 53212

US-CL-CURRENT: 424/738; 424/725, 424/744, 424/774, 514/825

4. Document ID: US 6309675 B1

L8: Entry 4 of 7 File: USPT Oct 30, 2001

US-PAT-NO: 6309675

DOCUMENT-IDENTIFIER: US 6309675 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and

other afflictions

DATE-ISSUED: October 30, 2001

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Sobczak; Nancy Laning Racine WI 53403

 $\text{US-CL-CURRENT: } \underline{424/738}; \ \underline{424/744}, \ \underline{514/825}, \ \underline{514/861}, \ \underline{514/862}, \ \underline{514/863}, \ \underline{514/864}, \ \underline{514/865}, \ \underline{514/886}$ 

Full Title Citation Front Review Classification Date Reference Claims KWC... Draw.Desc. Almage

5. Document ID: US 6074270 A

L8: Entry 5 of 7 File: USPT Jun 13, 2000

US-PAT-NO: 6074270

DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Wilcox; Reed N. Littleton CO
George; Richard L. Englewood CO
Thiess; W. Kenn Aurora CO
Anderson; Lane Englewood CO

US-CL-CURRENT: 446/370; 446/383

Full Title Citation Front Review Classification Date Reference Claims KWC Draw Desc Image

6. Document ID: US 4479495 A

L8: Entry 6 of 7

File: USPT

Oct 30, 1984

US-PAT-NO: 4479495

DOCUMENT-IDENTIFIER: US 4479495 A

TITLE: Acupressure point stimulator device

DATE-ISSUED: October 30, 1984

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Isaacson; Gary S. San Francisco CA 94117

US-CL-CURRENT: 606/204; D24/211

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | Claims | KMC | Draw Desc | Image |

7. Document ID: US 3769730 A

L8: Entry 7 of 7 File: USPT Nov 6, 1973

US-PAT-NO: 3769730

DOCUMENT-IDENTIFIER: US 3769730 A

TITLE: PAINTING FASTENER

DATE-ISSUED: November 6, 1973

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Dole; John S. Byram CT 10573

US-CL-CURRENT: 40/732; 40/790

First HitClear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

**Search Results** - Record(s) 1 through 3 of 3 returned.

1. Document ID: US 20030087411 A1

Using default format because multiple data bases are involved.

L11: Entry 1 of 3

File: PGPB

May 8, 2003

PGPUB-DOCUMENT-NUMBER: 20030087411

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030087411 A1

TITLE: Death associated kinase containing ankyr in repeats (DAKAR) and methods of use

PUBLICATION-DATE: May 8, 2003

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY Bird, Timothy A. Bainbridge Island WA US' Holland, Pamela M. Seattle WA US Peschon, Jacques J. Seattle WA US Virca, George D. Bellevue WA US

US-CL-CURRENT: 435/194; 435/320.1, 435/325, 435/69.1, 536/23.2

ি Full ়ি Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWiC | Draw Desc | Image |

2. Document ID: US 20020002022 A1

L11: Entry 2 of 3 File: PGPB Jan 3, 2002

PGPUB-DOCUMENT-NUMBER: 20020002022

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020002022 A1

TITLE: Support system and flexible integument for dolls

PUBLICATION-DATE: January 3, 2002

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY Wilcox, Reed N. Littleton CO US George, Richard L. Englewood US CO Thiess, W. Kenn Aurora CO US Anderson, Lane Englewood CO US

Record List Display Page 2 of 3

US-CL-CURRENT: 446/371

Full Title Citation Front Review Classification Date Reference Sequences Attachments Claims KMC Draw Desc Image

3. Document ID: US 6074270 A

L11: Entry 3 of 3 File: USPT Jun 13, 2000

US-PAT-NO: 6074270

DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000.

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Wilcox; Reed N. Littleton CO
George; Richard L. Englewood CO
Thiess; W. Kenn Aurora CO
Anderson; Lane Englewood CO

US-CL-CURRENT: 446/370; 446/383

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WRINKLER	1:
WRINKLES	2041
WRINKLEY	
WRINKLE]	
LIMB?	
LIMBA	1.
LIMBE	
LIMBH	

First HitClear Generate Collection Print Fwd Refs Bkwd Refs Generate OACS

**Search Results** - Record(s) 1 through 5 of 5 returned.

1. Document ID: US 20040013652 A1

Using default format because multiple data bases are involved.

L12: Entry 1 of 5

File: PGPB

Jan 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040013652

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040013652 A1

TITLE: Treatments with autologous fibroblast

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY

Marko, Olga Houston TX US
Boss, William K. JR. Essex Fells NJ US

US-CL-CURRENT: <u>424/93.7</u>; <u>514/54</u>, <u>514/8</u>

Full Title Citation Front Review Classification Date Reference Sequences Attachments Claims KMC Draw Desc Image

2. Document ID: US 20020002022 A1

L12: Entry 2 of 5 File: PGPB Jan 3, 2002

PGPUB-DOCUMENT-NUMBER: 20020002022

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020002022 A1

TITLE: Support system and flexible integument for dolls

PUBLICATION-DATE: January 3, 2002

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY Wilcox, Reed N. Littleton CO US George, Richard L. Englewood CO US Thiess, W. Kenn Aurora CO US Anderson, Lane Englewood CO US

US-CL-CURRENT: <u>446/371</u>

Full Title Citation Front Review Classification Date Reference Sequences Attachments Claims KMC Draw Desc Image

3. Document ID: US 6514540 B1

L12: Entry 3 of 5 File: USPT Feb 4, 2003

US-PAT-NO: 6514540

DOCUMENT-IDENTIFIER: US 6514540 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and

other afflictions

DATE-ISSUED: February 4, 2003

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Sobczak; Nancy Laning Milwaukee WI 53212

US-CL-CURRENT: 424/738; 424/725, 424/744, 424/774, 514/825

Full Title Citation Front Review Classification Date Reference Claims KMC Draw Desc Image

4. Document ID: US 6074270 A

L12: Entry 4 of 5 Jun 13, 2000

US-PAT-NO: 6074270

DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Wilcox; Reed N. Littleton CO
George; Richard L. Englewood CO
Thiess; W. Kenn Aurora CO
Anderson; Lane Englewood CO

US-CL-CURRENT: 446/370; 446/383

5. Document ID: US 4479495 A

L12: Entry 5 of 5 File: USPT Oct 30, 1984

US-PAT-NO: 4479495

Record List Display Page 3 of 3

DOCUMENT-IDENTIFIER: US 4479495 A

TITLE: Acupressure point stimulator device

DATE-ISSUED: October 30, 1984

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Isaacson; Gary S. San Francisco CA 94117

US-CL-CURRENT: 606/204; D24/211

lear Generate Collection Print Fwd Refs Bkwd Refs	Generate OACS
Term	Documents
WRINKLE?	0
WRINKLED	7642
WRINKLER	18
WRINKLES .	20417
WRINKLEY	1
WRINKLE]	. 2
JOINT?	0
JOINTA	1
JOINTD	1
JOINTO	3
JOINTS	149037

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